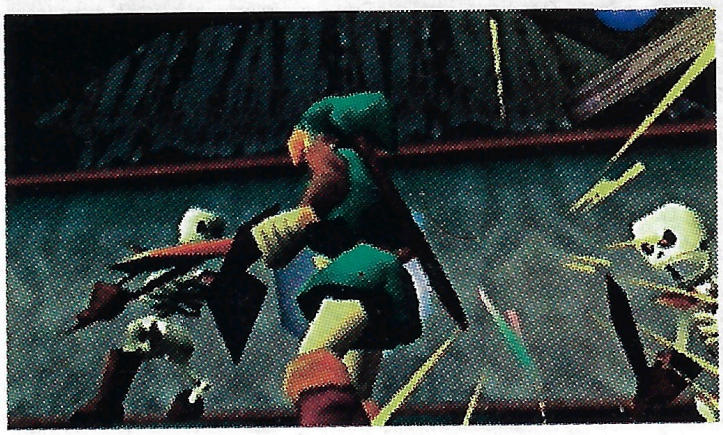
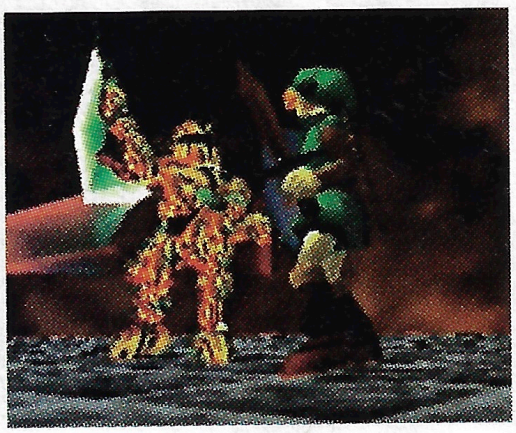
ZELDA 64

Nintendo • Fall 1997

Since the Nintendo 64DD add-on is not scheduled to appear until at least the spring of 1998, it's possible that *Zelda 64* may be released as a cartridge rather than in the 64DD's "bulky drive" format. Plans are in the works, however, to publish some sort of level "add-on" disk shortly after the release of *Zelda 64*, in order to take advantage of the upcoming storage device. As you can see, the game is looking great at this point, with N64 real-time environments we've come to know and love. Of course, there will also be loads of hidden rooms to explore, switches to activate and magical items to gather. Whatever Nintendo is paying Mr. Miyamoto—creator of the Mario and Zelda games—it can't be enough.

Talk to townspeople—like this girl—in an attempt to gain vital info.